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by [admin](#) on Oct.01, 2009, under [Noticias 2142](#), [ScreenShot](#)



Instantánea tomada el Día 1 de Octubre del 2009 en el server OCB a las 20:30 aprox

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# a B

by [RoberCrack](#) on Sep.13, 2008, under [Noticias 2142](#), [Opiniones](#)

Suelo jugar en servidores Españoles. Y hay algo que me molesta y mucho ...

## Los baños injustificados y las acusaciones gratuitas de que haces trampa.

Es la primera vez que me **banean de un servidor (sea cual sea)** ; el motivo .. entrar en una base inconquistable, algo que es **completamente falso**.

Pero no me quejare al administrador de turno ni nombrare tampoco el server, si lo hizo .. es su server y punto.

Pero ayer también era el día de las acusaciones injustificadas.

Un ejemplo. Esa acusación que te hacen de manera aleatoria de que ... haces trampas y se abre votación.

1.- Le pido a los administradores , que en el caso de entrar en inconquistable , que lo vean ellos y que lo tengan muy claro, antes de hacer nada.

2.- A los que acostumbran a decir de manera gratuita de que haces 'trampa' ... (a mi solo me paso ayer) , pero lo veo todos los días, que se lo piensen dos veces antes de decir algo que no puedan demostrar.

GG

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# a B

by [RoberCrack](#) on Mar.04, 2008, under [Juego Gratis](#)

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Como se ha demostrado una y otra vez a lo largo de los años (America's Army y Wolfenstein: Enemy Territory, por citar algunos), los jugadores aman los juegos gratuitos.



No nos equivoquemos: Battlefield Heroes no se dirige a los jugadores hardcore. En todos los sentidos, está concebido como un juego fácil y casual, de ser lo suficientemente simple para que cualquier persona, independientemente del nivel o incluso la potencia de su PC.

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**b**  
by [RoberCrackK](#) on Sep.16, 2007, under [Noticias 2142](#)

El tema de las **desconexiones en el bf2142** me tenía frito desde hace meses.

En concreto esas desconexiones solo me las hacia en un ordenador determinado , teniendo 5 iguales.

Al principio sospeche del disco duro, lo cambie... cambie la tarjeta gráfica todos tenían la misma, pero [\(continue reading...\)](#)

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**a B**  
by [RoberCrackK](#) on Apr.25, 2007, under [Noticias 2142](#), [Parches 2142](#)

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<a href="#">largedownloads.ea.com</a>	<a href="#">BF2142 Update 1.25.exe</a>	294.71M	04/25/2007

- Description:**
- \* Fixed PAC Titan geometry exploit: Players may no longer sink into the hull of the PAC titan to freely attack defenders, consoles and the core.
  - \* Fixed EU Titan geometry exploit: Players may no longer sink into the hull of the EU Titan to freely attack defenders, consoles and the core.
  - \* Fixed Squad Leader Drone bug: The spawn placement of the SL drone has been raised to prevent instances where the drone would kill the Squad Leader.
  - \* APM Tuning: The detection radius for Anti-Personnel Mines has been reduced. Players will need to walk much closer to APMs in order to set them off. The blast radius of the APM has also been decreased.
  - \* Fixed radar grenade bug: The bug which caused the radar grenade to sometimes not appear on players' mini-map has been fixed.

- \* Fixed Bridge at Remagen Exploit: Players will no longer be able to move inside the west facing slope on the bridge.
- \* Modding addition: Editing for 'Physics. AirDensityZeroAtHeight' has been added.
- \* Modding addition: The command 'object.listObjectsofTemplate' has been re-added to the rcon\_invoke command list.
- \* Improved SAAW missile tracking: The SAAW will now consistently track all airborne targets. The missiles still require visual lock to be maintained in order to seek targets.
- \* Improved Gunship missile tracking: The Gunship missiles will now correctly track all other airborne targets. Please note that the missile behavior when fired at ground targets is unchanged
- \* Improved Gunship Gunner Cannon: The projectile speed and damage for the gunner position cannon has been increased for both gunships.
- \* Static AA missile tracking improvement: The EMP missiles fired from the static AA has been improved to properly track when locked on to enemy ships.
- \* Static AA Missile lock on range decreased: The range which static AA may lock onto ships has been reduced to allow ships 'spaces of safety' around the maps.
- \* Fixed Gunship and Transport Ship Active Defense: A tail section for each of these ships was not properly covered by active defense. This has been corrected to fully protect all ships. Please note that the visual effect for active defense has not changed.
- \* Gunship TV Missile Adjustment: Damage for Gunship TV guided missiles has been slightly increased
- \* Fixed fence exploit: Bullet deviation has been added to all fences to prevent a game play exploit. Please note that players behind fences will be more difficult to hit at medium-long ranges due to this change
- \* Duplicate CD- Key issue: Changes to the CD key check to help prevent issues where players receive a duplicate cd-key error when joining servers.
- \* LMG Adjustments: The Bianchi and Shuko have been normalized in their settling rates to correct a minor imbalance.
- \* Automatic Drone adjustment: Health points for the Sentry Gun, Accipiter and Otus drones have been reduced.
- \* Sentry Gun targeting adjustment: Sentry guns will now take slightly longer to fire on their targets. The sight range for the sentry has also been slightly reduced.
- \* Fixed Medic Hub bug: Fixed a bug where players would occasionally receive a new medical hub immediately after it was deployed

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## ¿Por qué el cielo es azul?

Lo que siempre ha querido saber. En Google encontrará la respuesta.

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